

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L5	643	(345/423).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2008/08/28 15:19
L11	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interio\$4 or inset or insid\$4) with bound\$4) same ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)).clm.	US-PGPUB	OR	ON	2008/08/28 15:19
L15	0	(((tesselat\$4 or subdivisi\$4 or subdivid\$4 or tessellat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4)) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and ((convex with hull)) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L16	0	(((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interio\$4 or inset or insid\$4) with bound\$4) same ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L17	0	(((tesselat\$4 or subdivisi\$4 or subdivid\$4 or tessellat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4)) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and ((convex with hull)) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L18	0	(((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tesselat\$4 or subdivisi\$4 or subdivid\$4 or tessellat\$4) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2008/08/28 15:22
L20	1270	(345/420).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2008/08/28 15:38
L21	1	(convex with hull) and (((tesselat\$4 or subdivisi\$4 or subdivid\$4 or tessellat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) same bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) same bound\$4) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice or primativ\$4) and (bound\$4)) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/08/28 15:39
L22	0	(convex with hull) and (((tesselat\$4 or subdivisi\$4 or subdivid\$4 or tessellat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) same bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) same bound\$4) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice or primativ\$4) and (bound\$4)) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39
L23	0	(((tesselat\$4 or subdivisi\$4 or subdivid\$4 or tessellat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4)) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and ((convex with hull)) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39

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L25	0	((tesselatS4 or subdivisS4 or subdividS4 or tessellatS4) with (linkS4 or connectS4)) and ((inner or interioS4 or inset or insidS4) and boundS4) and ((outer or exterS4 or extenS4 or outsidS4) with boundS4) and (convex with hull) and ((intersectS4 or penetratS4 or hit or touchS4) and (ray or line or path)) and (mesh or polygonS4 or object or shape or lattice) and (boundS4) and (local with neighbor) and ((highS4 or constrainS4 or wrapS4 or coverS4) and (mesh or polygonsS4 or object or shape or lattice)).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39
L27	1	(convex with hull) and (((tesselatS4 or subdivisS4 or subdividS4 or tessellatS4) with (linkS4 or connectS4)) and ((inner or interioS4 or inset or insidS4) same boundS4) and ((outer or exterS4 or extenS4 or outsidS4) or (inner or interioS4 or inset or insidS4) same boundS4) and ((intersectS4 or penetratS4 or hit or touchS4) and (ray or line or path)) and (mesh or polygonS4 or object or shape or lattice) and (boundS4) and ((highS4 or constrainS4 or wrapS4 or coverS4) and (mesh or polygonsS4 or object or shape or lattice))).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:39
L28	0	((tesselatS4 or subdivisS4 or subdividS4 or tessellatS4) with (linkS4 or connectS4)) and ((inner or interioS4 or inset or insidS4) and boundS4) and ((outer or exterS4 or extenS4 or outsidS4) with boundS4) and (convex with hull) and ((intersectS4 or penetratS4 or hit or touchS4) and (ray or line or path)) and (mesh or polygonS4 or object or shape or lattice) and (boundS4) and (local with neighbor) and ((highS4 or constrainS4 or wrapS4 or coverS4) and (mesh or polygonsS4 or object or shape or lattice)).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L30	0	((tesselatS4 or subdivisS4 or subdividS4 or tessellatS4) with (linkS4 or connectS4)) and ((inner or interioS4 or inset or insidS4) and boundS4) and ((outer or exterS4 or extenS4 or outsidS4) with boundS4) and (convex with hull) and ((intersectS4 or penetratS4 or hit or touchS4) and (ray or line or path)) and (mesh or polygonS4 or object or shape or lattice) and (boundS4) and (local with neighbor) and ((highS4 or constrainS4 or wrapS4 or coverS4) and (mesh or polygonsS4 or object or shape or lattice)).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L31	0	((intersectS4 or penetratS4 or hit or touchS4) and (ray or line or path)) and (mesh or polygonS4 or object or shape or lattice) and (boundS4) and ((tesselatS4 or subdivisS4 or subdividS4 or tessellatS4) and ((highS4 or constrainS4 or wrapS4 or coverS4) and (mesh or polygonS4 or object or shape or lattice)) and ((inner or interioS4 or inset or insidS4) and boundS4) and (outer or exterS4 or extenS4 or outsidS4) with boundS4) and (convex with hull).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L39	0	((intersectS4 or penetratS4 or hit or touchS4) with (ray or line or path)) same (mesh or polygonS4 or object or shape or lattice) same (boundS4) same ((highS4 or constrainS4 or wrapS4 or coverS4) with (mesh or polygonS4 or object or shape or lattice)) same ((inner or interioS4 or inset or insidS4) and boundS4) same (outer or exterS4 or extenS4 or outsidS4) with boundS4) and (convex with hull).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:43
L40	0	((intersectS4 or penetratS4 or hit or touchS4) and (ray or line or path)) and (mesh or polygonS4 or object or shape or lattice) and (boundS4) and ((tesselatS4 or subdivisS4 or subdividS4 or tessellatS4) and ((highS4 or constrainS4 or wrapS4 or coverS4) and (mesh or polygonS4 or object or shape or lattice)) and ((inner or interioS4 or inset or insidS4) and boundS4) and (outer or exterS4 or extenS4 or outsidS4) with boundS4) and (convex with hull).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:43
L41	1	((intersectS4 or penetratS4 or hit or touchS4) with (ray or line or path)) same (mesh or polygonS4 or object or shape or lattice) same (boundS4) same ((highS4 or constrainS4 or wrapS4 or coverS4) with (mesh or polygonS4 or object or shape or lattice)) same ((inner or interioS4 or inset or insidS4) and boundS4) same (outer or exterS4 or extenS4 or outsidS4) with boundS4) and (convex with hull).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:43